

Zijian "Zed" Zhou

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SKILLS

PROGRAMMING

Expertise:

C++ • C# • C • Unity3D

Familiar:

Python • Lua • Assembly • Java Script

Device:

Android • Arduino • MCU

BME

Neuroscience • Machine Learning

MUSIC

Music Production • Sound Design

TEACHING

TA experience

LINKS

Homepage:// zedz.info

SoundCloud:// [yanjingzhaisun](https://soundcloud.com/yanjingzhaisun)

Github:// [yanjingzhaisun](https://github.com/yanjingzhaisun)

Twitter:// [@yanjingzhai](https://twitter.com/yanjingzhai)

Instagram:// [yanjingzhai](https://www.instagram.com/yanjingzhai)

EDUCATION

NEW YORK UNIVERSITY

MFA IN GAME DESIGN

Expected May 2017 | Brooklyn, NY

Game Center, Tisch School of the Arts

TSINGHUA UNIVERSITY

BE IN BIOMEDICAL ENGINEERING

Jun 2015 | Beijing, China

School of Medicine

Medical Device, Computational neuroscience (including Machine Learning) division.

TSINGHUA UNIVERSITY

BFA MINOR IN INTERACTIVE MEDIA

Jun 2015 | Beijing, China

Academy of Arts and Design

PROJECTS

MONSTEROLOGIST | PROGRAMMER | GAME DESIGNER | AUDIO

PRODUCER | ANIMATOR

Jul 2016 – Present | Brooklyn, NY

A simulation game where Pokemon meets Harverst Moon. Features voxel visual style, relaxing fantasy narrative and monster-driven systems.

Applied Scrum method, designed behaviours of multiple systems, AI programming, UI system, narrative, Animation, etc.

New York State Game Dev Challenge Prize winner.

DINOSAR | PROGRAMMER | GAME DESIGNER

Apr 2017 – May 2017 | American Museum of Natural History, NY

An AR game made for AMNH presenting the evolution relationship between birds and dinosaurs. Players will need to help a bird to find its dinosaur relatives using the information of the exhibition. Once the players provided correct information, they could capture the dinosaur in AR mode to put them into the family tree.

RESCUTIES! | LEVEL AND BEHAVIOUR DESIGNER

Jun 2016 – Aug 2016 | Manhattan, NY

Worked with Mode of Expression, Inc.

A VR game where players need to catch the falling babies and throw them into safety spots. A short play video is here.

NOSEDIVE | GAME DESIGNER

Apr 2016 – May 2016 | Brooklyn, NY

A two-player competitive flying tabletop game. Each player assumes the role of an Ace biplane pilot navigating through a variety of danger terrain.

IndieCade 2016 table games selection.

YGGDRASIL | PROGRAMMER | GAME DESIGNER | AUDIO

Feb 2016 – May 2016 | Brooklyn, NY

A narrative driven platformer game, features the following "friend" NPC as an AI companion.

SIN-K | PROGRAMMER | GAME DESIGNER | VISUAL DESIGNER

Mar 2016 – Apr 2016 | Brooklyn, NY

A puzzle game using featured low-poly visual style and innovative puzzles. Players need to click on grids to keep them oscillating, and try to make certain grid reach required height.

TALES | MUSIC PRODUCER | MASTER ENGINEER

Mar 2014 – Jan 2016 | Beijing, China

Tales is a vocaloid music album features the combination of the theme from ancient Chinese fairy tales and modern electronic music.

STEPOMELO | HARDWARE DESIGNER | PROGRAMMER

Dec 2013 – Jan 2014 | Beijing, China

A gamified pedometer, including both sensor and APP(Android).

Demonstration video can be seen here.

AWARDS / EXHIBITION

2016 Selection

2015 Selection

2013 Comprehensive Scholarship

2010 1st Prize

IndieCade tabletop games selection

End of Year Show, NYU Game Center

Tsinghua University

national olympiad in informatics (Beijing), C++